SPRINGBOARD
Educational Software

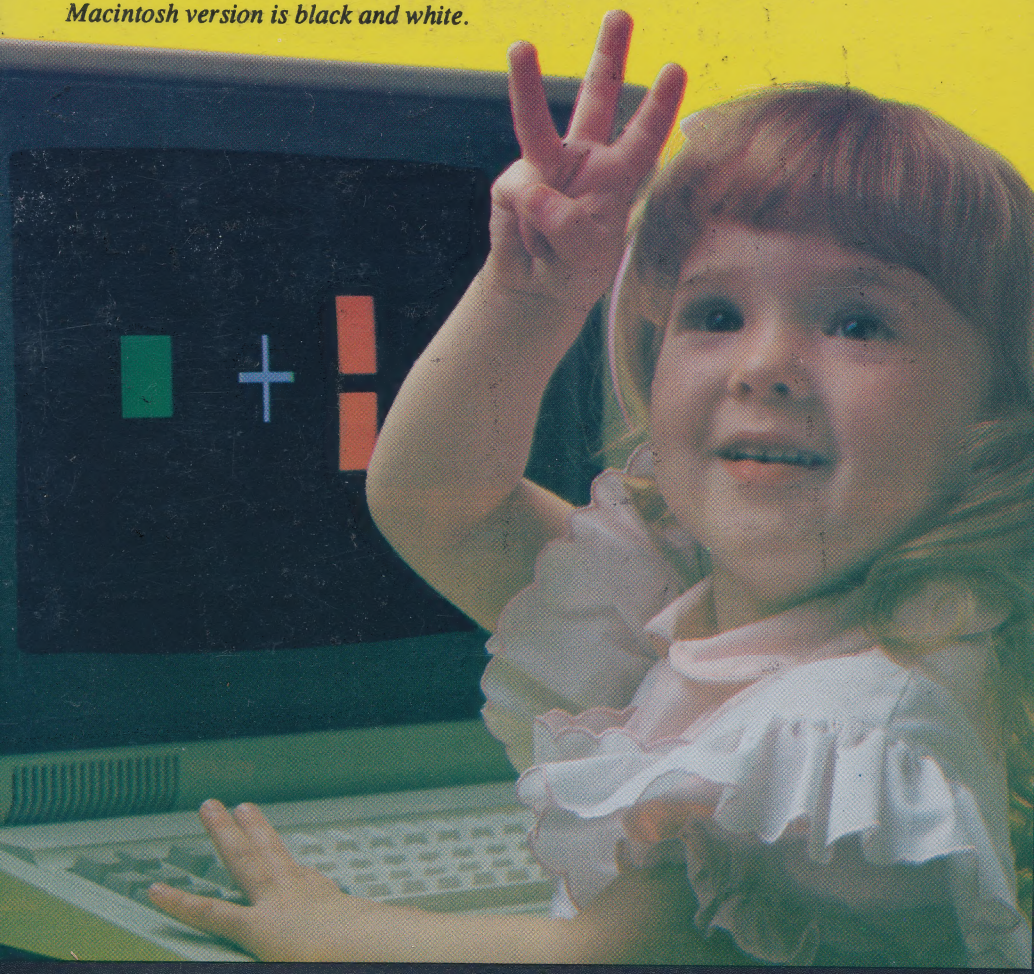
MACINTOSH

Early Games®

for Young Children

Nine educational games for ages 2 1/2 to 6

Macintosh version is black and white.



SPRINGBOARD
Educational Software

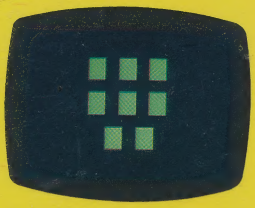
Early Games
for Young Children

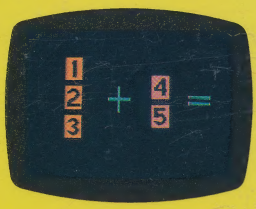
Nine* multiple skill level games introduce the computer to children ages 2 1/2 to 6.

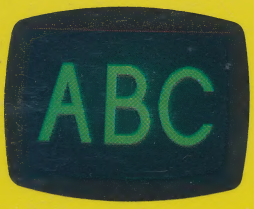
Early Games for Young Children offers a delightful collection of games designed to teach your child a variety of basic skills and provide a fun introduction to computer learning. And no reading is required!

- Children learn to say the alphabet, distinguish shapes, recognize letters, spell their name, count, add and subtract.
- Familiarize your child with the keyboard.
- Children can use the Picture Menu to select and play games on their own.
- Multiple skill levels keep children interested while learning at their own pace.
- Suggestions are included to help extend your child's learning both on and off the computer.

Springboard Educational Software
division of Queue, Inc.
338 Commerce Drive
Fairfield, CT 06430







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*The Picture Draw Game is not available in the Macintosh version. Macintosh version is black and white only. Screens pictured are representative of an Apple II computer.

MAC

EARLY GAMES
FOR YOUNG CHILDREN

SPINNAKER EDUCATIONAL SOFTWARE
A division of Queue, Inc.
338 Commerce Drive, Fairfield, CT 06430
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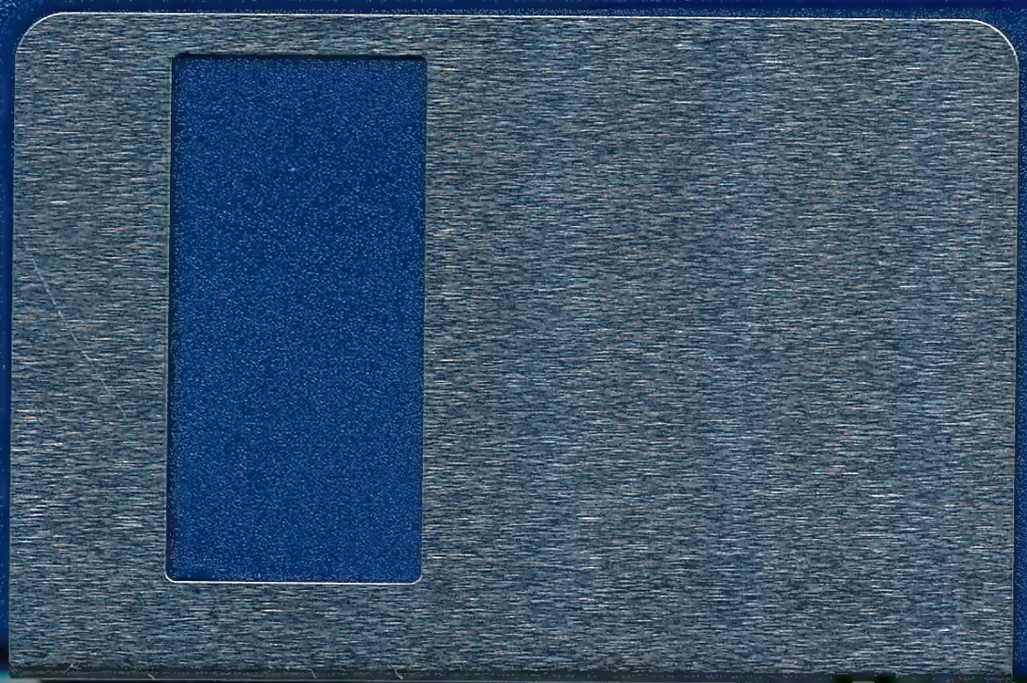
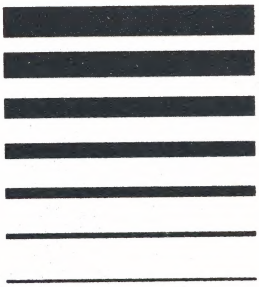


Springboard Educational Software

Early Games®

for Young Children



Instructions

Available in the following formats:
Macintosh
Apple II+, IIe, IIc
IBM/Tandy & compatibles
Commodore 64

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To the Parents

Early Games for Young Children is one of our most popular programs. Designed to introduce a variety of basic skills to children it also is an extremely fun introduction to computer learning.

While playing Early Games, your child will learn to identify shapes and letters, add and subtract numbers, draw creatively, say the alphabet and type his or her own name. The games teach your child many computer basics and the Picture Menu makes it easy for children to select and play games without adult supervision.

Although we have designed the program to be easy enough for children to play on their own, we strongly suggest that you follow your child's progress and take an active interest in the skills and concepts presented in this game.

For each game, there is a section in the manual titled, "Additional Activities to Extend Learning Both On and Off the Computer." Written by a child development specialist, ideas are given to carry the learning process many steps farther.

The team of educators and early child development specialists at Springboard Software who designed the program are confident that you will enjoy watching and interacting with your children as they learn through this fun and diversified program.

Network

The software you have purchased is sold for use on only one computer at a time. Use of this software on a network violates copyright law. In order to use this software on a network, you must contact your vendor or Queue, Inc. and obtain a contract signed by Queue. Pricing depends on the number of computers which will be on the network.

Getting Started... Let's Load the Program

Apple II +, IIe, IIc, IIGS

1. Insert the Early Games for Young Children disk into the disk drive.
2. Turn on the computer and monitor.

Commodore 64

1. Turn on the disk drive, monitor and computer.
2. Insert the Early Games for Young Children disk into the disk drive.
3. Type **LOAD "EARLY GAMES" , 8**
Press the RETURN key.
4. When READY appears on the screen, type **RUN** and press the RETURN key.
5. Your program will come up soon.

Macintosh

800K disk users

You can make your Early Games disk a startup disk by dragging a copy of your current System and Finder files onto the Early Games disk.

Hard disk users

To copy Early Games onto your hard disk, simply drag a copy of Early Games onto your hard disk.

To start Early Games double-click the icon labeled Early Games.

*For additional Macintosh information, turn to page 17.

IBM/Tandy and compatibles

Making a working copy

To protect your master disk, it is strongly recommended that you make a working copy. Consult your DOS manual if you are unsure how to copy a disk. After making a copy, put your master disk in a safe place. Don't give a copy to anyone: that is a copyright violation.

Running the program from a diskette drive

1. Boot your system and get the DOS prompt (A>, for example).
2. Insert the Early Games diskette into drive A. If running from a floppy, type A: [Enter], EARLY [Enter]

Installing the program on a hard drive

1. Boot your system and get the DOS prompt (C >, for example).
2. Enter MD\EGAMES and press[Enter].
3. To copy the files from the diskette to the directory EGAMES, insert the diskette into the source drive and enter the copy command:

   Enter COPY A: *.* C:\EGAMES*.* and press [Enter].

Running the program from a hard drive

1. Boot your system and get the DOS prompt (C >, for example).
2. Enter CD\EGAMES and press [Enter] to make EGAMES the current directory.
3. Enter EARLY and press [Enter] to start the program.

Creating a self-booting disk (3.5" diskette only)

This example assumes you are booting from a hard drive and have two 3.5" drives.

1. Boot your system and get the DOS prompt (C>, for example).
2. Place a blank 3.5" disk in drive A and enter C:>FORMAT A:/S and press [Enter]. This will format the disk and place the system files on your disk while it is being formatted.
3. Copy the COMMAND.COM file from your boot disk. Enter C:>COPY C:\DOS\COMMAND>COM A:*.*. This copies the COMMAND.COM file from your boot disk to your new self-booting disk.
4. Copy the files from your original Early Games disk to your working copy. Place the original Early Games disk in drive A and place the working copy of Early Games in drive B and enter C:>COPY A:*.* B*.* and press [Enter].

Quit to DOS

Press [CTRL-W] to get word menu, then CTRL-Q to return to DOS (CTRL-Q does not work unless you are in the word menu).

General Instructions
(Apple, IBM and Commodore)

Sound on/off

On the Apple and IBM PC computers, pressing **CTRL-S** turns the sound on and off.

The Commodore 64 sound comes out of your television and can be adjusted with the volume control.

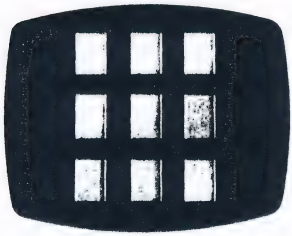
*Macintosh instructions begin on page 17.

Picture Menu
(Apple, IBM and Commodore)

An important feature of this program is the Picture Menu which enables children to select a game. It consists of a series of pictures representing each game. One at a time, the 9 pictures will come up on the screen. When you see the picture of the game you wish to play, simply press any key! That begins the game.

Games in Early Games for Young Children:

Match Numbers

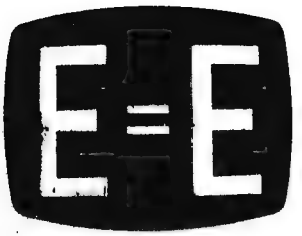


Count

Add

Subtract

Note: *The pictures shown here are from an Apple computer. They may appear slightly different on other computers.*
**Macintosh screens shown on page 17.*

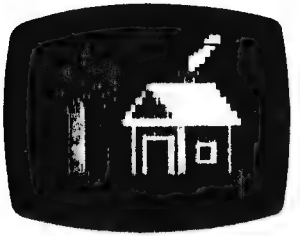


Match Letters

Alphabet

Names

Compare Shapes



Picture Draw

To use a word menu:

Press the **CONTROL** and the **W** key simultaneously while in the Picture Menu. A word menu will appear and you can select the game you want by pressing the appropriate number.

To exit any game and return to the Picture Menu:

For:

Apple — Press the **ESC**ape key.

IBM

Commodore — Press any of the four large function keys on the right side of the computer.

To review instructions:

Press the **CONTROL** key and the **I** key simultaneously while in the Picture Menu.

Overview of Games Included

(Apple, IBM and Commodore)

Individual Games	Concepts & Skills Presented
Match Numbers	■ Builds familiarity with numerical symbols ■ Develops matching skills ■ Develops speed and accuracy when locating numbers on computer keyboard
Count	■ Teaches numerical sequence ■ Develops an association between the number of objects and its numerical symbol ■ Reinforces number location on console
Add	■ Uses objects and symbols to introduce addition problems ■ Introduces mathematical symbols +, = ■ Reinforces left to right scanning
Subtract	■ Uses objects and symbols to introduce subtraction problems ■ Introduces mathematical symbols −, = ■ Reinforces left to right scanning

Match Letters	■ Builds discrimination, recognition and matching skills using alphabet letters ■ Develops speed and accuracy when locating alphabet letters on computer keyboard
Alphabet	■ Teaches alphabet sequence ■ Reinforces knowledge of computer keyboard
Names	■ Develops name recognition ■ Challenges memory abilities when sequencing letters to create words ■ Introduces idea that letters combine to form words
Compare Shapes	■ Reinforces concept of same and different ■ Encourages child to attend to shape and configuration
Picture Draw	■ Allows child to draw a picture by pressing letters to direct line on monitor

Playing the Games
(Apple, IBM and Commodore)

Match Numbers

A large, colorful number from 0 to 9 is displayed on the screen. The objective is to match the number with the proper key on the computer keyboard. As in all of the games included, there is immediate feedback to help the child.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Count

First, count up the colorful blocks displayed on the screen. Then find the key with the appropriate number and press it. This and the next two games become more difficult as they are played with success.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Add

The computer displays a stack of blocks, a plus sign, another stack of blocks, and an equals sign. Count up the blocks in each stack and add them together. The sum is never greater than nine.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Subtract

This game has the same format as the Add Game, but with a minus sign. Subtraction is a difficult concept for preschoolers and requires more patience than the other games.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Match Letters

As in the first games, the objective is to find the key on the computer keyboard which matches the large colorful letter displayed on the screen. The numbers and letters are in two separate games to help children differentiate between them.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Alphabet

This game is designed to help children learn the order of the letters in the alphabet. The letter "A" is displayed on the screen and the challenge is for the child to enter the next letter in the alphabet. If the response is incorrect, the computer displays the alphabet up to the letter in question. If the next response is also incorrect, the computer flashes the correct answer. When the response is correct, the computer displays that letter and asks for the next one.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Names

To begin, an adult enters the child's name when prompted by the computer. The child can then practice typing his or her name with some guidance from the computer.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Compare Shapes

The computer displays four shapes on the screen, each with an identifying number. All are the same color, but one has a different shape. Determine which shape is different and enter its identifying number.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Picture Draw

Apple and Commodore 64:

To draw pictures, simply press any key. The position of the key on the keyboard determines which direction is drawn. The upper keys draw up, the lower keys draw down, the corner keys draw diagonally, etc.

Press the SPACEBAR to change the color.

Pictures can be saved to disk by pressing the **CONTROL (CRTL)** key and the **P** key at the same time. Enter a name for the picture and press RETURN key.

To retrieve a picture from disk, you must be in the Picture Menu and then press the **CONTROL (CTRL)** key and the **P** key at the same time. Select a picture with the arrow keys. Then press the RETURN (ENTER) key. (Apple users press the SPACE BAR).

IBM:

Use the numeric keypad to draw in different directions just as you would normally control the cursor. Press the **ALT** key to alter the shape of the drawing character.

Press the SPACEBAR to change color.

To save a picture to disk, press the **CTRL** key and the **P** key at the same time. Enter a name for the picture and press the ENTER key.

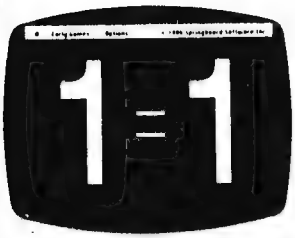
Pictures can be retrieved from disk while you are in the Picture Menu. Press the **CTRL** key and the **P** key at the same time. Select a picture with the arrow keys. Then press the ENTER key.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

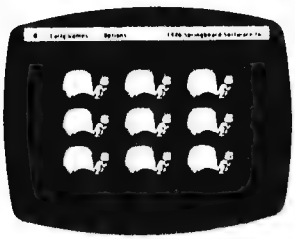
Picture Menu
(Macintosh)

An important feature of this program is the Picture Menu which enables children to select a game. It consists of a series of pictures representing each game. One at a time, the eight pictures will rotate onto the screen. When you see the picture of the game you wish to play, simply press the mouse button or any key! That begins the game.

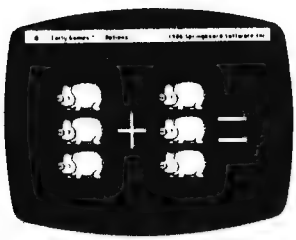
Games in Early Games for Young Children:



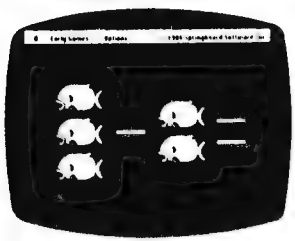
Match Numbers



Count

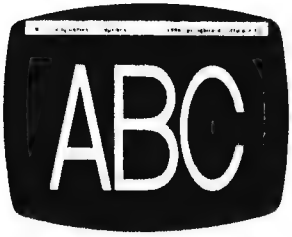


Add



Subtract

Match Letters



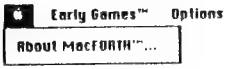
Alphabet

Names

Compare

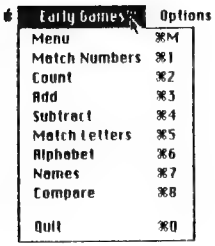
Menu Bar

In addition to the Picture Menu, Early Games for Young Children contains a menu bar. The menu bar is positioned along the top of the screen and contains the titles of the three menus you can choose from: " ", "Early Games" and "Options." Choosing these menus gives you immediate access to each game as well as program information and various options from any area of the program.



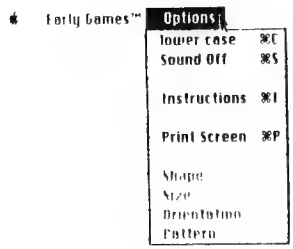
" " pull down menu selections:

Selection	Function
About MacFORTH...	-Read about the programming language for Early Games for Young Children



"Early Games" pull down menu selections:

Selection	Key Command	Function
Menu	⌘M	-Go to the Picture Menu
Match Numbers	⌘1	-Go to the Match Numbers game
Count	⌘2	-Go to the Count game
Add	⌘3	-Go to the Add game
Subtract	⌘4	-Go to the Subtract game
Match Letters	⌘5	-Go to the Match Letters game
Alphabet	⌘6	-Go to the Alphabet game
Names	⌘7	-Go to the Names game
Compare	⌘8	-Go to the Compare games
Quit	⌘Q	-Exit Early Games for Young Children



"Options" pull down menu selections:

Selection	Key Command	Function
lower case	⌘C	-Game is currently being played in upper case and you can change it to lower case
UPPER CASE	⌘C	-Game is currently being played in lower case and you can change it to upper case
Sound On	⌘S	-Sound is currently off and you can turn it on
Sound Off	⌘S	-Sound is currently on and you can turn it off
Instructions	⌘I	-Go to the on-screen review of game instructions
Print Screen	⌘P	-Print the page currently on the screen
Shape		-Go to the Compare *Shape* game
Size		-Go to the Compare *Size* game
Orientation		-Go to the Compare *Orientation* game
Pattern		-Go to the Compare *Pattern* game

NOTE: The *Shape, Size, Orientation and Pattern* options only apply to the *Compare* games. See page 27 for details.

Pulling down a menu:
Position the pointer cursor on the " ", "Early Games" or "Options" menu title located in the menu bar at the top of the screen. Without moving the mouse, press and hold the mouse button. Pressing the button while you are pointing the menu title causes the title to be highlighted and a menu to appear. Selections that you are currently using or can't use right now appear with a check mark in front of it in the menu. You can release the button now, having just looked at the menu, without choosing a selection. When you release the mouse button, the menu disappears.

Choosing a selection from a menu with the mouse:
To choose a selection from a menu, you would position the pointer cursor again on the menu title in the menu bar. This time, press the mouse button and hold it down while you drag the pointer to the desired selection, then release the mouse button. As you drag through the menu, each selection is highlighted in turn. When you release the mouse button, you activate that selection.

Choosing a selection from a menu using the keyboard:
Most selections on the pull down menus have a keyboard command assigned to them for immediate keyboard access. To choose a selection, press the ⌘ key simultaneously with the assigned number or letter key. You will immediately access that selection. For example, to access the Picture Menu from any place in the program, you would press the ⌘M keys simultaneously.

Sound on/off

To turn the sound on and off, press the ⌘S keys simultaneously or select *Sound On or Off* from the "Options" pull down menu.

Upper and lower case

You can alternate between upper case and lower case when playing the Match Letters and Alphabet games. The selected case will carry over into each game until you select the opposite case. To select or change the case, press the ⌘C keys simultaneously or select *UPPER CASE* or *lower case* from the "Options" pull down menu.

To print the screen:

You can print any Early Games for Young Children screen. Simply press the ⌘P keys simultaneously or select *Print Screen* from the "Options" pull down menu.

To review instructions:

You can review general instructions for Early Games for Young Children on screen, at any time during play. Press the ⌘I keys simultaneously or select *Instructions* from the "Options" pull down menu.

To exit any game and return to the Picture Menu:

Press the ⌘M keys simultaneously or select *Menu* from the "Early Games" pull down menu.

To quit the program:

To completely quit play with Early Games for Young Children, press the ⌘ Q keys simultaneously or select *Quit* from the "Early Games" pull down menu.

Overview of Games Included
(Macintosh)

Individual Games	Concepts & Skills Presented
Match Numbers	■ Builds familiarity with numerical symbols ■ Develops matching skills ■ Develops speed and accuracy when locating numbers on computer keyboard
Count	■ Teaches numerical sequence ■ Develops an association between the number of objects and its numerical symbol ■ Reinforces number location on console
Add	■ Uses objects and symbols to introduce addition problems ■ Introduces mathematical symbols +, = ■ Reinforces left to right scanning
Subtract	■ Uses objects and symbols to introduce subtraction problems ■ Introduces mathematical symbols −, = ■ Reinforces left to right scanning

Match Letters	■ Builds discrimination, recognition and matching skills using alphabet letters ■ Develops speed and accuracy when locating alphabet letters on computer keyboard
Alphabet	■ Teaches alphabet sequence ■ Reinforces knowledge of computer keyboard
Names	■ Develops name recognition ■ Challenges memory abilities when sequencing letters to create words ■ Introduces idea that letters combine to form words
Compare	■ Reinforces concept of same and different ■ Encourages child to attend to shape, size orientation, pattern and configuration

Playing the Games
(Macintosh)

Match Numbers

A large, number from 0 to 9 is displayed on the screen. The object is to match the number with the proper key on the computer keyboard. As in all of the games included, there is immediate feedback to help the child.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Count

First, count the blocks displayed on the screen. Then, find the key with the appropriate number and press it. This game becomes more difficult as it is played with success.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Add

The computer displays a stack of blocks, a plus sign, another stack of blocks and an equals sign. Count the blocks in each stack and add them together. The sum is never greater than nine. This game becomes more difficult as it is played with success.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Subtract

This game has the same format as the *Add* game, but with a minus sign. Subtraction is a difficult concept for preschoolers and requires more patience than the other games. This game becomes more difficult as it is played with success.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Match Letters

The object of this game is to find the key on the computer keyboard which matches the large letter displayed on the screen. The numbers and letters are in two separate games to help children differentiate between them.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Alphabet

This game is designed to help children learn the order of the letters in the alphabet. The letter "A" is displayed on the screen and the challenge is for the child to enter the next letter in the alphabet. If the response is incorrect, the computer displays the alphabet up to and including the letter in question. If the next response is also incorrect, the computer flashes the correct answer. When the response is correct, the computer displays that letter and asks for the next one.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Names

To begin, an adult enters the child's name when prompted by the computer. The child can then practice typing his or her name with some guidance from the computer. To re-start the game and change the name, simply press the ⌘7 keys simultaneously or re-select the *Names* game from the "Early Games" pull down menu.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

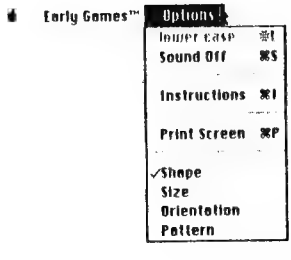
Compare

The Compare games allow the comparison of shapes, sizes, orientation or patterns.

The computer displays four shapes or faces on the screen, each with an identifying number. All but one are the same. Determine which shape or face is different and enter its identifying number, or move the cursor to it and click once.

The size, orientation and patterns games are played in the same manner. When playing sizes, the computer displays four items, all are the same shape, but one has a different size. When playing orientation, the computer displays four arrows or letters, one is pointing a different direction. When playing patterns, the computer displays four squares, all are the same size, but one has a different pattern.

While in the Compare game, the "Options" pull down menu contains additional options specific to the Compare games.



Option	Function
Shape	-Select the *Shapes* option
Size	-Select the *Size* option
Orientation	-Select the *Orientation* option
Pattern	-Select the *Pattern* option

The *Shape* option is the default option when the Compare game is first selected. Select another game option from the "Options" pull down menu.

See Additional Activities to Extend Learning Both On and Off the Computer pg. 28.

Additional Activities to Extend Learning Both On and Off the Computer

Suggested Age Range: 2½ - 6 years

Please do not consider the suggested age range as a rigid timetable. Some children will be able to use parts of Early Games with parental help before they are two and a half years old while others will be challenged and continue to enjoy the games after they are six. Each child is an individual learning at a different rate and enjoying different things. Watch your child play Early Games and notice how their favorite parts of the program change over time.

Early Games was originally designed to enable young children to play on the computer without adult supervision. Although this is still one of its most important qualities, we recognize that many parents would like to be involved with their child while playing on the computer. We have suggested a number of ways that you and your child can interact with each other using each of the nine early games. These activities reinforce and extend the learning objectives of each game while enabling parent and child to work, play and learn together. The best learning occurs under enjoyable circumstances, so have fun!

Match Numbers

Activities to Extend Learning On and Off the Computer:

1. When a number appears on the screen, take turns labeling it.

2. When a symbol such as "3" appears on the screen, encourage your child to trace over it with his or her finger. This reinforces the child's image of the number and the action needed to create it.

3. Collect nine similar objects such as small blocks, stones, or pennies, and count out the number of objects appearing on the screen. This helps the child associate the symbol with the amount it represents.

4. Look for numbers in your home. Find and label numbers on clocks, in books, on appliances and on the many other places they appear. This helps the child build an awareness of the importance of numbers in their world.

5. Practice writing numerical symbols in a variety of ways: in fingerpaint or shaving cream, in the sandbox, or on paper using crayons, markers or pencil.

Count

Activities to Extend Learning On and Off the Computer:

1. To help a young child learn the association between the number of objects and the written and spoken symbol, encourage the child to point to the objects, one at a time, and count aloud. Be sure that only one number is assigned to each object. You can repeat the number and show them the symbol on the computer keyboard. This activity reinforces one-to-one correspondence–the idea that one number is assigned to only one object. Very often beginning counters count faster than they touch–therefore concluding more objects than exist in the set or they touch objects faster than they count–concluding less objects than there are in the set.

2. If your child makes mistakes, Early Games has been designed to give hints before telling the correct answer. Try to help your child use these cues as a way to solve the problem.

3. Take turns counting and finding the corresponding symbol. Not only does this get you involved in the game, but your actions model the correct way to count.

4. Collect objects in your home and count them. For example, how many books are on the shelf, how many forks in the drawer, how many lights in the family room?

5. Play hopscotch. Chalk the traditional grid on the sidewalk, add numbers, get a few throwing stones and you are ready to go.

6. Go on a number walk. Using a die, throw it and then take that many steps toward some end point. A shoe box makes a great die holder and walking outdoors makes it a good summer game. Once your child is good with the numbers 1-6, add a second die to make the game more complex.

Add

Activities to Extend Learning On and Off the Computer:

1. Speak the problem aloud. For example: * + ** = would be spoken, "one plus two equals...'. Point to the cubes on the screen and count the complete set aloud, "One, two, three. One plus two equals three." You may have to model this sequence a few times for your child.

2. Use the numbers on the computer keyboard as a number line. Using a number line to solve equations is a common practice in school. It is a good idea to teach and reinforce this skill with your child. In the above example, you would find the number 1 and then count two more spaces to the right producing the correct answer, 3.

3. Translate the visual display into symbols with paper and pencil. The problem we've been doing above becomes 1 + 2 = 3.

4. If your child has a set of objects such as coins or marbles, create the problem on the screen using the objects and then solve the problem.

5. Play simple adding games with your child using objects around the house. For example, "There are two shirts in your drawer, here are three more, how many are in the drawer now?" After your child responds, restate the problem, "Two shirts plus three shirts equals five shirts. Two plus three equals five." This activity acts as a good introduction to story problems... something with which many children have difficulty in school. These same games can be played in the car, on walks, and on errands.

Subtract

Activities to Extend Learning On and Off the Computer:

1. Use the computer keyboard as a number line. For example, in a problem such as 7 – 3, find the number 7 on the keyboard and then count to the left 3 spaces landing on 4. This is a good problem solving skill to encourage.

2. Take turns pointing to the objects on the screen, speaking the problem aloud, and identifying the symbol on the computer keyboard. Make a point to model and verbalize how you solve the problem.

3. Write the symbolic representation of the problem, for example 5 – 3 =, while your child dictates the amounts on the screen to you.

4. Play subtraction games at home. When sharing a snack with your child, count the totals and talk about the amount that is left as you eat the snack. For example, "There are five pieces of cheese, I'm going to eat three of them. How many are left for you?" This helps illustrate the applications of subtraction problems and helps put spoken problems into number problems.

5. Get 15-20 index cards and put a subtraction problem on each of them. Put the answer on the back if you would like to do so Go outside and have your child and friends walk through each of the problems. 5 – 3 would become five steps forward and three steps back. This reinforces the concept of subtraction in an active game format.

Match Letters

Activities to Extend Learning On and Off the Computer:

1. When a letter appears on the screen, encourage your child to label it.

2. Encourage your child to trace the letter on the screen with a finger. This will reinforce the shape of the letter and the movements needed to create it.

3. When a letter appears, try to name a number of things that begin with that sound. You may want to start a homemade book with each letter and a collection of pictures or words that begin with that letter.

4. Start a letter collection. Give your child old magazines and newspapers to hunt down and cut out letters. Children are particularly fond of the letters in their own names so begin with those letters.

5. Letters abound in your child's world. Have your child count how many letters a's, b's, c's, etc. that he or she can find. Newspapers, magazines, books, signs, packages, and clothing tags are good places to look.

Alphabet

Activities to Extend Learning On and Off the Computer:

1. When children are first getting used to the sequence of the alphabet, they frequently get lost when they are trying to remember the order. In order to help your child figure out which letter comes next, sing the ABC song and stop just before the place at which your child is lost. This is a good way to hint at the answer while modeling a memory device for your child.

2. Take turns choosing the next letter. Act as if you are lost, sing the ABC song in order to figure out the next letter.

3. Name a few objects that begin with the letter sound when it appears on the screen. This should help develop phonetic awareness.

4. At the completion of the game the computer plays the ABC song...sing along with the computer.

5. Create a picture dictionary. Get a loose-leaf notebook, label each page with a letter (use the alphabet sequence), and collect pictures to go with the corresponding letter. Some children may like to print the word as you dictate its spelling. This not only reinforces the alphabet sequence and alphabet sounds but illustrates how a word dictionary works.

6. Cut out fish shapes from construction paper and have you or your child print one letter of the alphabet on each fish. Clip a paper clip to each of the fishes' noses. Find a stick, attach a piece of string to make it a fishing pole, and attach a magnet to the end of the string as a "hook." Go fishing for each alphabet letter in order...first find the "a", then "b", then "c", etc.

7. For children that are quite comfortable with the sequence of the alphabet and the alphabet sounds, try playing an advanced memory game. Take turns choosing a word for each letter of the alphabet. As you progress through the sequence, you must repeat all of the preceding words as well as adding a new one. For example, if I had been playing with a friend and was on the letter "d", I would repeat the words already chosen, "apple, bootie, cracker," and add "dog" to the list. This is a great game to play in the car or on the bus.

8. Sing the alphabet song frequently.

Names

Activities to Extend Learning On and Off the Computer:

1. An adult may have to enter the child's name before the game can be played. You may want to provide your child with a model of what the name looks like on a piece of paper so the child can either enter or match the letters when first learning what his or her name looks like.

2. Collect some small objects and attach words to each of them. These words can be entered into the computer so the child can practice spelling them. This becomes especially meaningful if the child chooses objects or words that he or she would like to learn.

3. Enter other family members' names, pets' names and friends' names, too.

4. Enter some words that often trouble beginning readers (a, an, and, at, are, to, the, of, in, for, etc.). These become sight words–memorized–and will help the young reader.

5. Enter some words with two or three syllables and after the word is typed into the computer, clap the word. For example, "winter" would have two claps, "elephant" would have three.

6. Type in some verbs to which the child can respond. For example when "jump" appears on the screen, the child jumps. This brings a little physical activity into playing the computer while teaching verbs as a part of speech.

7. Label words in your child's bedroom. Either tape them to objects or collect the words and have your child place them around the room. When your child is quite good with the words, switch labels so they are not on the right objects, and watch for your child's reaction.

8. Practice printing alphabet letters or short words in different mediums: in shaving cream, on a dirty car, with pencil and paper.

9. Have your child select a few words that he or she would like to learn how to spell. Write these letters on a heavy piece of paper and cut it into a few pieces. Your child now has a puzzle to put together.

Compare

Activities to Extend Learning On and Off the Computer:

1. If your child is having difficulty choosing the correct response, talk about how the shapes, sizes, orientation and patterns are similar or different. Point out lines, curves and spaces.

2. Take turns pushing the correct number on the computer keyboard or with the mouse button. You may want to talk about why you are choosing a certain response when it is your turn. This models appropriate problem solving strategies for your child.

3. "Compare" is basically a same vs. different game. Find objects around your house and discuss what makes them alike or different. If your child gets good at this skill, have him or her help sort socks, nuts and bolts or food items.

4. Practice making discriminations that use senses other than sight: use the sense of touch to discriminate textures, test your senses of taste using salt and sugar, try labeling sounds without looking at their source (discriminating people's voices is especially fun), and challenge your sense of smell using spices, liquids and perfumes.

5. Get an old wallpaper sample book, cut out pieces from several different pages and play a matching game.

Support

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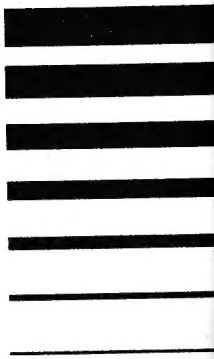
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